

MONTECITO TOWN CENTER

LAND USE AND DESIGN STANDARDS APPENDIX CITY OF LAS VEGAS

November 6, 2001

Amended February 19, 2002

Revised: August 26, 2003 MOD-2315

Revised: April 8, 2004 MOD-3763

Revised: May 21, 2004 MOD-3735

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1. INTRODUCTION

1.1 Concept for Montecito Town Center Land Use and Design Standards

The Montecito Town Center will be a focal point for the Centennial Hills community as well as the Las Vegas Valley community at large. Development within the Montecito Town Center will ultimately provide a dramatic urban environment. The Montecito Town Center is intended to be a multi-use activity center. It is the most appropriate area within Centennial Hills for larger scale mixed-use and multi-use developments. A balanced mix of office, retail, and entertainment uses is envisioned.

There are several reasons for creating Montecito Town Center. The intended purpose is to:

- ❑ Assist in the preservation of established neighborhoods within Centennial Hills by reducing the encroachment of commercial, office and higher intensity developments;
- ❑ Create an identifiable, focal element for the Centennial Hills community and for the Las Vegas Valley;
- ❑ Utilize horizontal and vertical infrastructure systems efficiently by concentrating development and thereby concentrating infrastructure needed to service developments;
- ❑ Assist in establishing a functional employment base for existing and future residents of Centennial Hills;
- ❑ Coordinate planned land uses with existing opportunities that make this centrally located area suitable for intense development.

There is no rigid design theme for the Montecito Town Center. However, development in the area will incorporate and continue a pedestrian circulation theme. There will be compatibility of building scale, color, materials, and design motifs, allowing the various development projects to blend together in a harmonious manner.

Essential to creating this sense of place is a commitment to the characteristics of development and design standards outlined in this document.

1.2 Purpose

The purpose of the Montecito Town Center Land Use and Design Standards Appendix (Montecito Town Center Appendix) is to guide the physical development of land within the boundaries of the Montecito Town Center area by:

- (a) Prescribing the land use;
- (b) Site development standards; and
- (c) Landscape and architectural design.

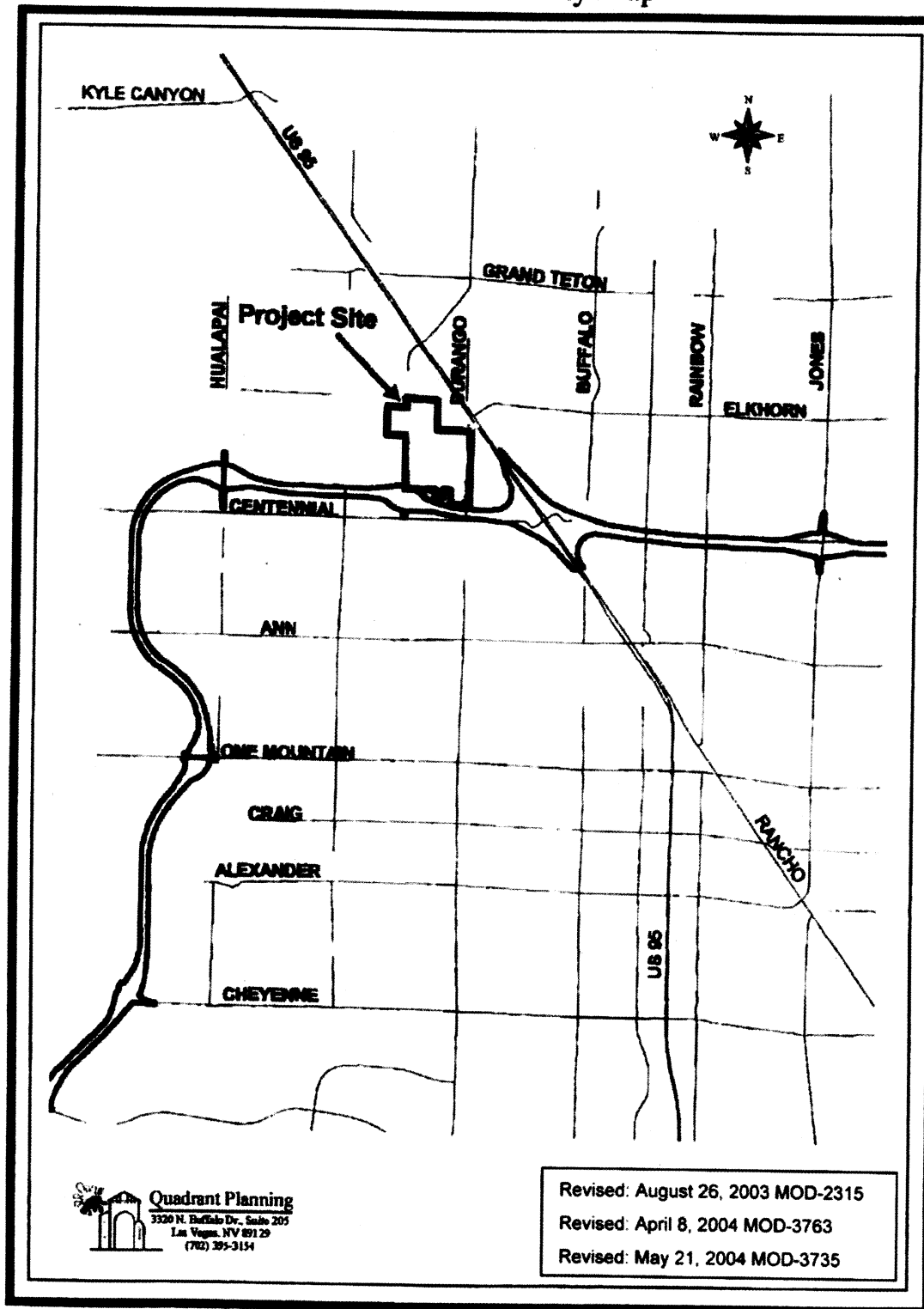
- 1.2.1 The Montecito Town Center Appendix will direct the actions of all entities, participating builders, developers and individual business. The enforcement of the Montecito Town Center Appendix will ensure quality, visual continuity, and consistency in design, as well as protection of property values.

1.3 Project Location

The Montecito Town Center encompasses a total of approximately 217.5* acres, generally located with Elkhorn Road on the north, I-215 on the south, El Capitan Way on the west, and Durango Drive on the east, within the northwest quadrant of Centennial Hills Town Center. See Figure 1 - Montecito Town Center Vicinity Map.

*MOD-2315, MOD-3735, MOD-3763

Figure 1: Montecito Town Center Vicinity Map



2. LAND USE

2.1 Purpose

The purpose of this section is to identify the general land use category used in the Montecito Town Center, and the permissible uses allowed within this category.

In general, the permissible uses are those allowed under the current City of Las Vegas Codes. Use permits and conditional use restrictions apply to some permissible uses. At the discretion of the Planning Director, and if in compliance with applicable covenants, conditions and restrictions, other uses not specifically indicated herein may be approved.

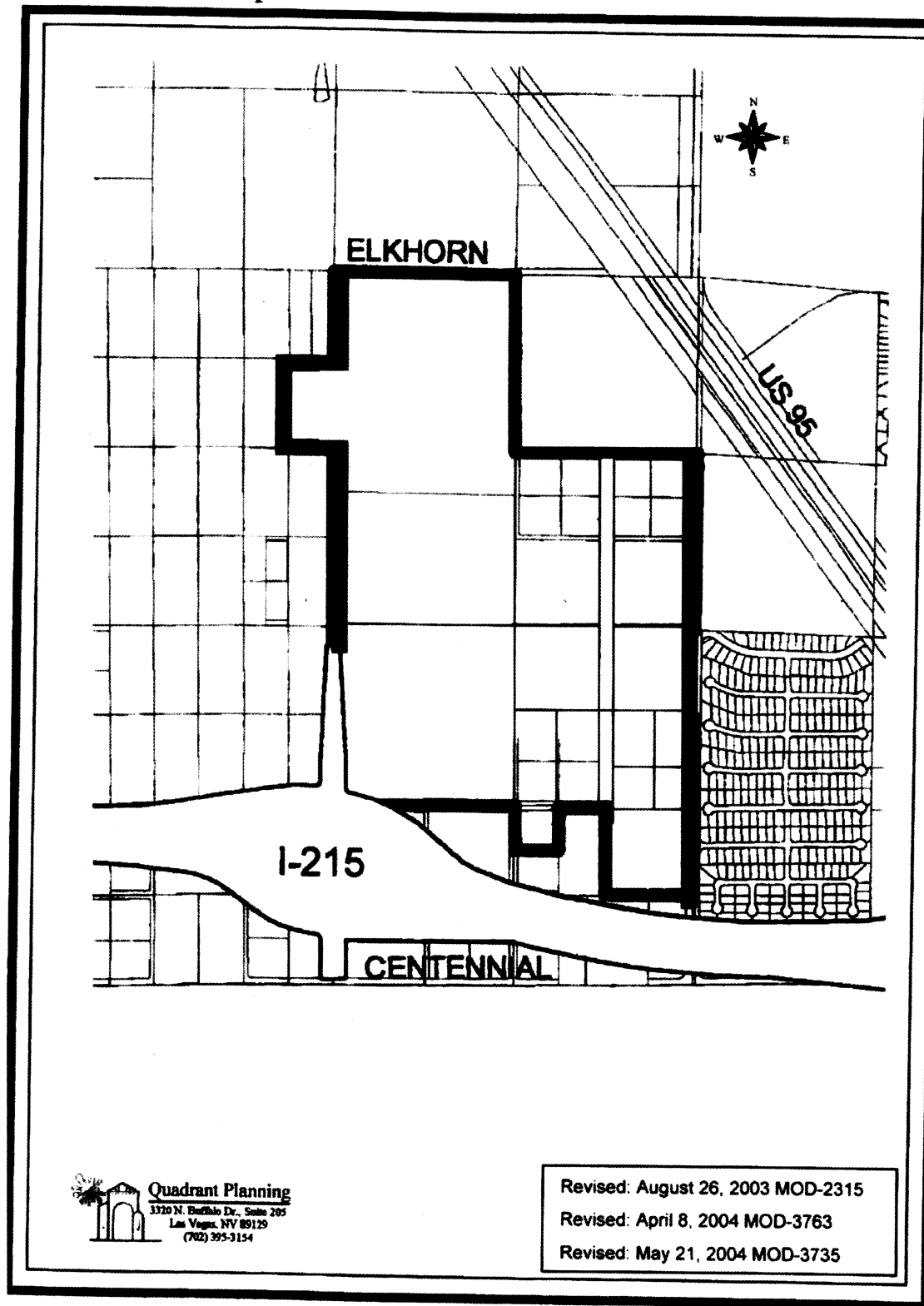
Upon approval of the Montecito Town Center Land Use and Design Standards Appendix, general land use shall conform to Sections 2.2, and permissible uses shall conform to Section 2.3 of this Appendix. However if a request does not conform to the general land use as described in Section 2.2, or permissible uses as described in Section 2.3, then at a minimum the request must adhere to the goals and objectives of the City of Las Vegas General Plan and related documents as they may be amended.

This Appendix has established a general land use category, permissible uses site development standards, and architectural and landscape criteria for the Montecito Town Center project.

The general land use for the approximately 217.5* acres comprising the Montecito Town Center area, is shown within the dashed boundary on Figure 3. Projects within this area will be developed according to the general land use shown on Figure 3 and described in Section 2.2 and, shall have permissible uses as described in Section 2.3 of this Appendix.

*MOD-2315, MOD-3735, MOD-3763

Figure 2: Development Area



2.2 Land Use Designation

Development within the Montecito Town Center area shall be governed by one overall land use category called Mixed-Use Commercial. Within the Mixed-Use Commercial land use category, there will be distinct Activity Centers that encompass commercial uses, residential uses, and a buffer area for the Timberlake Community. With the exception of the buffer for the Timberlake Community, all other Activity Centers do not have fixed boundaries and may occur in various locations throughout the Montecito Town Center project area.

The Activity Centers and their locations are intended to be flexible within the overall context of the Mixed-Use Commercial category shown on Figure 3. However, no single Center will dominate another, and the overall land use composition of the Montecito Town Center will be visually integrated and harmonious. The six distinct Activity Centers are:

- (1) Timberlake Buffer Area;
- (2) Main Street;
- (3) Regional Center;
- (4) Suburban Center;
- (5) Office Center;
- (6) High Density Residential.

2.2.1 Timberlake Buffer Area: This Activity Center is intended to allow for the buffering of the Timberlake Community from more intensive land uses and will minimize livability conflicts. The buffer area will consist of the following elements:

- A 100-foot linear park, or right-of-way area, between the Timberlake Community and the Montecito Town Center to create the initial 100-foot buffer.. See Figure 3 for location.
- A 230-foot wide area beyond the 100-foot buffer area where only single story office and low intensity retail uses will be permitted. In addition, careful site planning and design considerations will be taken within this 230-foot wide area to reduce potential negative impacts on the Timberlake Community. Issues such as vehicular access and congestion, signs and visual clutter, architectural design and lighting will be addressed in every proposed site plan.

- 2.2.2 Main Street:** Main Street designates an area where a cohesive mix of interdependent uses, including offices, entertainment, and high density residential are horizontally or vertically integrated.

The Main Street area will become a compact, mixed-use, Activity Center that caters to pedestrians both in its circulation and scale, while providing a full range of retail opportunities, housing types and workplaces.

- 2.2.3 Regional Center:** The Regional Center designates areas for commercial establishments that draw residents, visitors, and tourists from across the Las Vegas Valley with a large trade area. This category provides shopping for goods, general merchandise, apparel, furniture, and home furnishings in full depth and variety. The predominant developments include, but are not limited to: regional malls, "club or membership" stores, general commercial uses and non-gaming hotels. The Regional Center category includes a wide range of retail, office, and service uses.

Other types of Regional Center developments may include specialty regional commercial centers that typically do not have traditional anchor tenants and may consist of "entertainment centers", "festival marketplaces", and "outlet mall", which often has a discount or off-priced orientation. These developments are of significant intensity and typically generate a substantial amount of employment and traffic.

- 2.2.4 Suburban Center:** The Suburban Center allows low to medium intensity retail and service orientated commercial developments that serve primarily local area patrons, and do not include more intense general commercial characteristics. Typical uses are neighborhood shopping centers, banks, restaurants, hardware stores, and other similar retail and service uses. This category also includes offices, either singly or grouped as office centers, with professional and business services. Suburban Center developments should be developed as nodes or centers and not configured in a "strip commercial" pattern.

- 2.2.5 Office Center:** The Office Center allows low intensity office and professional uses. Typical uses may include, but are not limited to, day care services, medical, legal, financial, and other business/professional services, and office supporting businesses. Retail sales as a primary use is only appropriate when in conjunction with an office supporting business; however, some ancillary retail uses may be appropriate

2.2.6 High Density Residential: High Density Residential designates areas where the predominant housing type is multiple family developed at very high densities. Building heights generally do not exceed twelve stories (150 feet), but greater heights may be attained upon approval of a Special Use Permit by the City of Las Vegas. This category allows any residential housing type including single family, multiple family, cluster and townhome developments, at densities that generally do not exceed 50 dwelling units per acre. However, higher densities may be attained upon approval of a Special Use Permit by the City of Las Vegas.

2.3 Permissible Uses – Mixed-Use Commercial

Buildings, structures, and land shall be used only in accordance with the permissible uses in the following Permissible Use schedule. These uses are permitted within all of the commercial Activity Centers, namely, the Regional Center, the Suburban Center, Main Street, and the Office Center. Within the Timberlake Buffer Area category, only single story office and limited retail uses will be permitted.

Mixed Use Commercial

Amusement Arcades	P
Animal Hospital	SUP
Antique Shops	SUP
Appraisal and Related Services	P
Architectural (professional and related services)	P
Art Gallery	P
Artist	P
Artist Studios	P
Athletic Fields	P
Auditorium	P
Automobile Accessory Store	P
Automobile Maintenance	SUP
Automobile Rental	SUP
Bakery (retail only)	P
Bank	P
Banquet Facilities	P
Barber Shops	P
Bars	SUP
Bath House	P
Beauty Shops	P
Beer Sales	SUP
Bicycle Repair Shops	P
Bookkeeping, Accounting Services	P
Bookstores	P
Brew Pubs	SUP
Building Material Sales	SUP
Car Rental Agencies	SUP

P=Permitted SUP=Special Use Permit

Mixed Use Commercial

Car Wash	SUP
Catering Establishments	P
Child Care Institutions	P
Christmas Tree Sales	TCP
Churches	P
Clinics	P
Clubs	SUP
Collectible Shops	P
Colleges	SUP
Communication Towers/Antennas	SUP
Computer Based Businesses	P
Computer Graphics Services	P
Congregate Care	SUP
Consulting Service	P
Convenience Store	SUP
Convention Facilities	SUP
Cooperative Apartments	SUP
Copy Center	P
Costume Rental	P
Court Reporting	P
Custodial Institutions	SUP
Day Care	P
Diaper Services	P
Dressmaking Shops	P
Dry Cleaning Office	P
Drive-Through Facility*	SUP
Eating and Drinking Places (non-alcoholic)	P
Education/Scientific Research	P
Electronic Equipment Sales and Service	P
Engineering (professional and related services)	P
Entertainer (outcall only, no escort services)	P
Equipment Rentals	SUP
Exotic Animals	SUP
Flower Arrangements	P
Financial Institution**	SUP
Gaming (incidental gaming machines only)	SUP
Gasoline Sales	SUP
Government Facilities	SUP
Grocery Stores	P
Gunsmiths	SUP
Handicraft (including gift basket assembly)	P
Hardware Stores	P
Health Clubs	P
Health Fitness Training Center	P
Heliports	P
Hospitals	P
Hotels	SUP
House Cleaning/Repairs	P

P=Permitted SUP=Special Use Permit

*Non-Material Modification 5/7/04

** Non-Material Modification 10/16/03

	Mixed Use Commercial
Information Services	P
Inns	SUP
Insurance Adjustment	P
Insurance Sales	P
Interior Decorating	P
Janitorial Services	P
Jewelry Making (excluding smelting and casting of metal)	P
Laboratories, Medical and Dental	P
Libraries	P
Liquor Sales	SUP
Live Entertainment	TCP
Locksmiths	P
Maintenance Business	P
Medical Supplies	P
Memorabilia Shops	P
Miniature Golf Courses	SUP
Mini-Warehouses	SUP
Mortgage Company	P
Motels	SUP
Movie Theaters	P
Museums	SUP
News Dealers/Stand	P
Offices, Business and Professional	P
Outdoor dining	P
Parking Lot/Garages	P
Parks	P
Party Planning Services	P
Pawn Shop*	SUP
Pet Store	P
Pharmacy	P
Photographic Studio	P
Photographic Supplies	P
Photography and Related Services	P
Plant Nurseries	P
Playgrounds	P
Postal Services	P
Print Shops	SUP
Psychic Arts	SUP
Public Utility Buildings and Structures	SUP
Public/Quasi-Public/Institutional Buildings and Uses	SUP
Real Estate Services	P
Recreational Facilities – interim	SUP*
Recreational Facilities – private	SUP
Recording Studios	SUP
Regional Malls	P
Residential High Density	P/SUP
Resort Hotels (non-gaming)	P
Restaurants	P
Rest Homes	SUP

P=Permitted SUP=Special Use Permit

*Non-Material Modification 12/30/03

Mixed Use Commercial

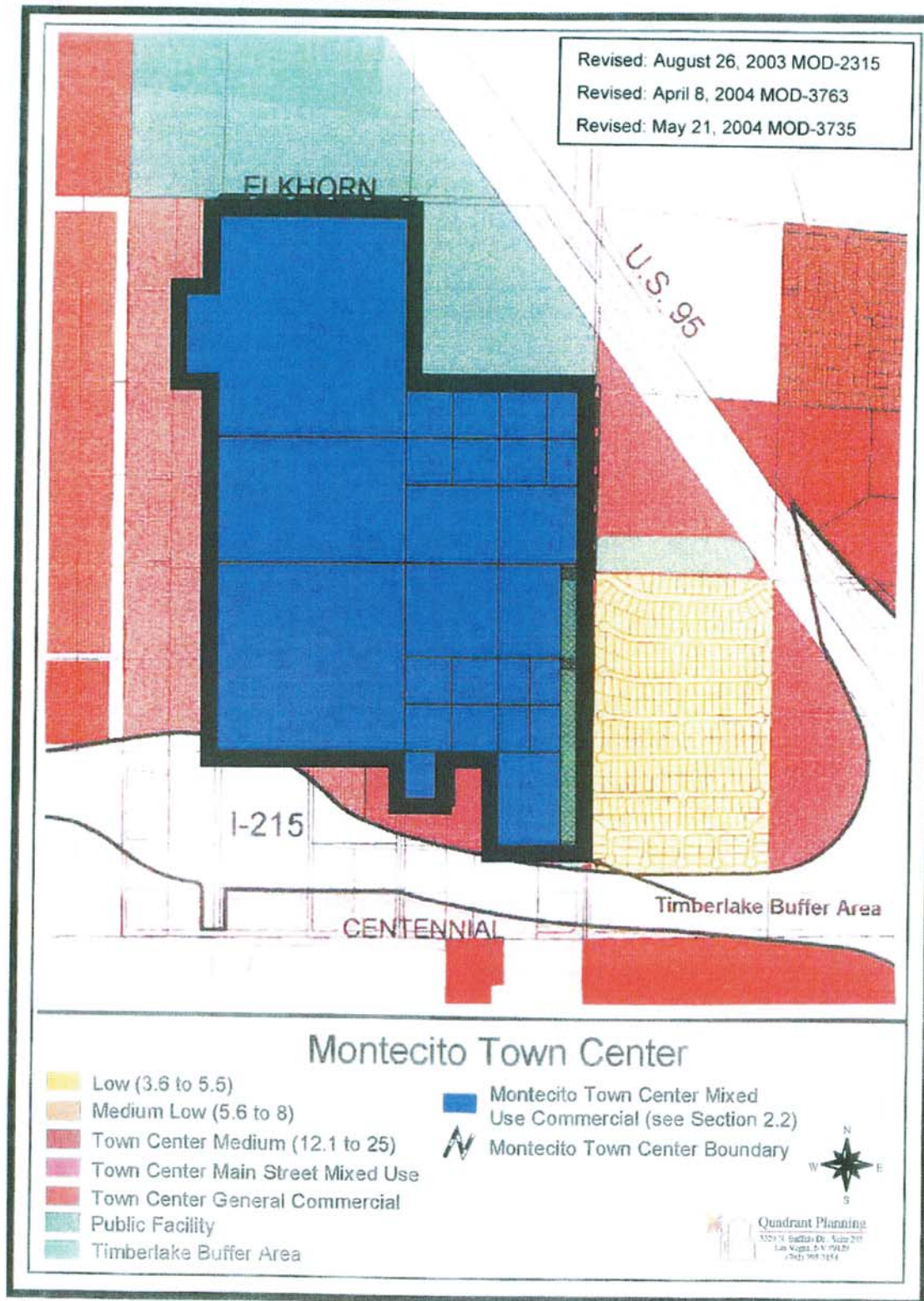
Retail Sales	P
Rock Concert	SUP
Sales Representatives	P
Sanitariums	SUP
Schools	SUP
Secondhand Sales	SUP
Secretarial Services	P
Security Sales	P
Security Services	P
Service Business (except repair business)	P
Service Stations	SUP
Shoe Repair Shops	P
Sign Painting Stores	P
Sporting Goods Stores	P
Sporting Goods with Firearms	SUP
Stock Brokerages	P
Sun-tanning Centers	SUP
Supper Clubs	SUP
Swap Meets	SUP
Swimming Pool Cleaning	P
Tailoring, Sewing Services	P
Tailors	P
Taverns	SUP
Tax Preparation Services	P
Taxidermist	P
Teaching, Tutoring (maximum four students at once)	P
Tire Sales (as principle use)	SUP
Travel Agencies	P
Upholstery Shops	SUP
Vacations Sales	P
Veterinary Services	SUP
Video Stores	P
Watch/Clock Repair	P
Watchman's Trailer with Commercial Use	SUP
Water Sales	P
Wine Sales	SUP
Writers	P

P=Permitted SUP=Special Use Permit

The Montecito Town Center will create a vibrant, festive, densely built, pedestrian-friendly environment. Because of its unique urban nature, no specific spacing requirements will be mandated between establishments that have on or off premise alcohol sales and/or restricted gaming within the Montecito Town Center area, and no special use permits for separation between these establishments will be necessary. However, the Las Vegas City Council may consider the concentration and spacing of such uses as part of its deliberation and approval of any requests for such establishments.

*** NOTE: Recreational Facilities – Interim:** While the Montecito Town Center area is under construction, some recreational uses that are considered provisional in nature may be requested and developed on certain sites. All such uses will be subject to approval of a Special Use Permit by the City of Las Vegas that will condition their activities and life spans. Examples include (but are not limited to): golf driving ranges, putter courses, baseball/softball batting cages, tennis training courts, soccer training fields, etc.

Figure 3: Planned Land Use



3. SITE DEVELOPMENT GUIDELINES - GENERAL REQUIREMENTS

3.1 Objectives

The overall intent of the Site Development Guidelines is to promote the creation of an attractive, high-quality environment for businesses and residences within the Montecito Town Center area. The City of Las Vegas shall favor:

- ❑ integration of design elements within a project;
- ❑ high-quality, durable finishes;
- ❑ a positive relationship to the pedestrian.

When referring to this document, the owner/developer and designer shall keep in mind that these Guidelines begin with general requirements and progress toward more specific requirements. **NOTE: The general requirements apply to all subsequent sections.**

3.2 Streets / Circulation Patterns

Streets shall be configured to provide safe, efficient vehicular circulation with streetscapes that provide a pleasant environment. In addition, all streets shall be designed to meet or exceed the circulation standards shown in the City of Las Vegas Town Center Design Standards Manual adopted by the City of Las Vegas City Council on November 9, 1998.

For specific street layouts refer to the Montecito Town Center Development Agreement and Master Traffic Study.

3.3 Streetscapes

The Streetscape is that area between the back of the curb and the minimum set back as shown in the City of Las Vegas Town Center Development Standards Manual adopted by the City of Las Vegas City Council on November 9, 1998. Developers shall provide trees and other plantings with drip irrigation, streetlights and appropriate walkways that meet or exceed the streetscape standards shown in the City of Las Vegas Town Center Design Standards Manual adopted by the City of Las Vegas City Council on November 9, 1998.

3.3.1 Streetscape Lighting

- (a) Lighting design and installation shall meet or exceed the lighting standards shown in the City of Las Vegas Town Center Design Standards Manual adopted by the City of Las Vegas City Council on November 9, 1998.
- (b) Pedestrian areas, including pathways, open spaces and other public areas shall be illuminated in hours of darkness especially where grade changes involving ramps or stairs occur. Lighting in these areas shall be provided by low overhead fixtures (10' to 15' height) and/or bollard lighting.
- (c) All lighting plans shall be submitted to and approved by the City of Las Vegas.

3.4 Multipurpose Pathways

3.4.1 Multipurpose Pathways, within developments, shall provide:

- (a) Continuously linked walkways within each parcel and connecting commercial areas, where appropriate;
- (b) Pedestrian friendly intersections per City of Las Vegas standards;
- (c) Concrete is the preferred material for public and private walks, adjacent to the street and within public open space;
- (d) Other pathway materials, such as jogging paths of stabilized material, are to be specified on drawings;
- (e) Street furniture, light poles, and other site furnishings shall not encroach upon the required width of the sidewalk;
- (f) All multipurpose pathways shall be designed to City of Las Vegas standards.

3.4.2 Sidewalk Hierarchy: All sidewalks and pathways shall be designed to meet or exceed the sidewalk standards shown in the City of Las Vegas Town Center Development Standards Manual adopted by the City of Las Vegas City Council on November 9, 1998.

3.5 Setback Requirements

Setbacks are measured from the property line along street frontages, and from the respective property line for internal conditions. Vehicular areas include parking areas and vehicular circulation drives. All setbacks shall be designed to meet or exceed the setback standards shown in the City of Las Vegas Town Center Development Standards Manual adopted by the City of Las Vegas City Council on November 9, 1998.

3.6 Walls - All Primary Streets

- 3.6.1 Walls:** Walls are discouraged in places where they are not necessary for security, screening, or privacy. Notwithstanding, walls can provide decorative appeal and help to establish continuity within the community; therefore, consistency in the design of walls is essential. The City of Las Vegas walls standards as shown in the Town Center Development Standards Manual adopted by the City of Las Vegas City Council on November 9, 1998, are the minimum standards that must be followed. No walls shall be located within Sight Visibility Restriction Zones, as defined in the Uniform Standard Drawings, Clark County Area.
- 3.6.2 Screen Walls and Fences:** Screening treatments must be designed as an integral part of the overall architectural and landscape design. The City of Las Vegas Landscape, Wall, and Buffer Guidelines and the wall standards shown in the City of Las Vegas Town Center Development Standards Manual adopted by the City of Las Vegas City Council on November 9, 1998, are minimum standards.

3.7 Signage

Signage shall be used to reinforce the desired character of the Montecito Town Center area, and to call attention to certain features. Signs erected or installed in the Montecito Town Center shall be detailed in a Master Signage Plan(s) and reviewed by the Centennial Hills Architectural Review Committee and the City of Las Vegas.

The Montecito Town Center area will have two types of signs: Tenant and Project Identifier. The design characteristics of these signs are described below.

3.7.1 Tenant Signs

- (a) Freestanding – Unless otherwise approved by the City Council as part of a Master Signage Plan, freestanding tenant identifier signs shall be limited to 24 feet (24') in height and a maximum area of 0.5 square feet of signage per 75 square feet of floor area. Setbacks shall be a minimum of five feet (5'). Illumination shall be internal.
- (b) Monument - monument tenant signs are limited to a maximum height of eight feet (8') and a maximum area of 75 square feet. Setbacks shall be a minimum of five feet (5'). Illumination shall be internal.
- (c) Wall - wall tenant signs shall be designed to appropriately reflect the scale and architecture of individual buildings. All wall signs shall utilize materials and colors reflecting the building design.

- (d) Montecito Town Center Community Interior Directional Signs – such signs are intended solely to provide orientation for customers/residents of Montecito Town Center and may be used for advertising. Therefore, these signs are not considered either “on” or “off” premise signs, and shall be governed by the Title 19A.14 of the City of Las Vegas.

3.7.2 Project Identifier Signs

- (a) Freestanding - freestanding project identifier signs are intended to identify the Montecito Town Center area as a whole and do not advertise individual tenants. These signs shall be designed to appropriately reflect the scale and architecture of the areas they announce.
- (b) Monument - monument project identifier signs are limited to a maximum height of eight feet (8') and a maximum area of 75 square feet. Setbacks shall be a minimum of five feet (5'). Illumination shall be internal only.
- (c) Wall - wall project identifier signs shall be designed to appropriately reflect the scale and architecture of individual buildings. All wall signs shall utilize materials and colors reflecting the building design.

In addition, the following design criteria apply to signs within the Montecito Town Center:

- 1) Sign materials shall be compatible with associated architecture. Acceptable materials include brass, bronze, galvanized and painted or pre-finished steel, anodized or painted aluminum, painted or prefabricated steel, ceramic tile, various types of stone, brick, and painted stuccoed CMU. Wood, because of rapid deterioration in our climate, is unacceptable except as temporary signage;
- 2) Bases for monument signs shall be of architectural concrete, masonry, or similar material;
- 3) Sign colors shall be consistent with the associated architecture and the overall architectural theme of the Montecito Town Center, yet provide sufficient contrast for legibility;
- 4) Design of all traffic control signage shall be in accordance with the Appendix of Uniform Traffic Control Devices published by the U. S. Department of Transportation, the applicable Nevada Department of Transportation Standards, and the requirements of the City of Las Vegas Traffic Engineer;
- 5) Consolidate street and stop signs and mount to street light standards to minimize the number of sign poles;
- 6) Preserve clear sight triangles of roads and driveways when placing signs. Sign fasteners shall be maintained in good repair at all times;
- 7) Raceway lights are prohibited; and
- 8) Special event signs, such as those for grand openings, shall meet City of Las Vegas sign standards.

- 3.7.3 Signage Not Allowed:** No sign, awning, canopy, advertising, or any other item such as decoration, lettering or advertising on the glass of any window or door, or within 48" of any interior/exterior window will be allowed without written approval from the City of Las Vegas. If approval is granted, the owner agrees to maintain such item in good condition and repair at all times.

In addition, the following types of signage are not allowed:

- (a) **SIGN CONSTITUTING A TRAFFIC HAZARD.** No person shall install, maintain, or cause to be installed or maintained, any sign which simulates or imitates in size, color, lettering, or design, any traffic sign or signal, or which uses the words "STOP", "LOOK", "DANGER", or any other words, phrases, symbols, or characters in such a manner as to interfere with, mislead, or confuse traffic;
- (b) **IMMORAL OR PROHIBITED.** No person shall exhibit, post, or display on any sign, or cause to be exhibited, posted, or displayed upon any sign, anything of an obscene, indecent, or immoral nature or unlawful activity (per City Code);
- (c) **SIGNS, DOORS, WINDOWS, OR FIRE ESCAPES.** No window signs will be permitted except otherwise noted in this document. No sign shall be installed, relocated, or maintained so as to prevent free ingress to or egress from any door. No sign shall be installed which conceals or covers exit signs. No sign shall be attached to a standpipe except those signs that are required by code or ordinance;
- (d) **ANIMATED, AUDIBLE MESSAGE, OR MOVING SIGNS.** Signs that have parts that move, swing, or rotate, or have lights that flash, blink, or fluctuate, or are otherwise animated or scintillating, are prohibited;
- (f) **VEHICLE SIGNS.** Signs which are on or affixed to trucks, automobiles, trailers or other vehicles which advertise, identify, or provide direction to a use or activity not related to its lawful making of deliveries of sales or merchandise or rendering of services from such vehicles, are prohibited (per City code);
- (g) **LIGHT BULB STRINGS AND EXPOSED TUBING.** External displays which consist of unshielded light bulbs, or open, exposed neon or gaseous light tubing, are prohibited. An exception may be granted by the City of Las Vegas when the display is an integral part of the design character of the activity to which it relates. Temporary decorative holiday lighting may be installed only with written approval from the City of Las Vegas.

3.8 Entry Features

Participating developers and builders shall install project entryways to identify the entry and establish an image for the project. The following guidelines shall be considered in design of project entries:

- (a) The area reserved for project entries shall be limited to geometric designs at each entry corner measuring forty feet (40') from the right-of-way lines of the intersecting streets. The design of project entries shall maintain all City Las Vegas required sight triangles;
- (b) The project entry shall encourage the incorporation of featured landscape treatments, enhanced paving details, signage and lighting where appropriate.

3.9 Site Furnishings

Location of all site furnishings must be indicated on plans submitted for approval by the City of Las Vegas. Site furnishings shall be designed to meet or exceed the site furnishings standards shown in the City of Las Vegas Town Center Development Standards Manual adopted by the City of Las Vegas City Council on November 9, 1998.

3.10 Lighting

The design intent is to provide safe and functional lighting in an aesthetically pleasing, visually unobtrusive manner. All lighting plans, whether for safety or aesthetics, must be submitted for approval by City of Las Vegas Planning and Development Department.

Public street lighting and installation shall meet or exceed the lighting standards shown in the City of Las Vegas Town Center Development Standards Manual adopted by the City of Las Vegas City Council on November 9, 1998.

3.11 Site Drainage

An attractively designed drainage system with adequate capacity to handle runoff of heavy rains is critical in maintaining the desired appearance in the Montecito Town Center area. See Montecito Town Center Master Drainage Study for specific requirements. Wherever possible, drainage areas shall be left in their natural state so that such areas can be used for open space and trail corridors.

3.12 Site Grading

Proper site and building design will minimize required grading by corresponding with the natural lay of the land. The design objectives for parcel grading are to create smooth slope transitions between grade changes, to integrate buildings and site improvements, and to encourage the use of land form grading as a landscape design element. In addition:

- (a) Graded slopes shall meet the standards established by the City of Las Vegas;
- (b) Grading and drainage design shall provide for adequate site drainage. All parcel drainage shall conform to the approved Montecito Town Center Master Drainage Study.

3.13 Utilities

The design of utilities will incorporate utility distribution systems in a visually unobtrusive manner.

- (a) Utility easements shall be provided under the street or sidewalk section and, where required, alongside the street right-of-way;
- (b) Installation and maintenance of utilities shall avoid disrupting paving, landscaping, and off-site utilities;
- (c) Telephone and electricity will be installed overhead, temporarily, during construction only.
- (d) No utility vaults greater than 27-square feet in size will be located next to the right of way or sidewalk, within the minimum required landscape setbacks as defined in the City of Las Vegas Town Center Development Standards Manual adopted by the City of Las Vegas City Council on November 9, 1998.

3.14 Easements

Easements are restrictions placed on parcels to provide for a specific use, such as the service of a public utility line or drainage system. Habitable structures erected within easements will be subject to removal at the expense of the parcel owner, if requested by the easement holder.

3.15 Mechanical Equipment

Mechanical equipment shall be incorporated in a visually unobtrusive manner. Therefore:

- (a) Mechanical equipment and meters shall be integrated into the building or screened from public view as much as possible. Roof mounted mechanical equipment is not allowed on any residence;

- (b) For commercial buildings, roof mounted mechanical equipment must be concealed by a parapet wall or screen, and not visible from adjacent properties;
- (c) For commercial buildings, all back flow preventers, including fire sprinkler back flow preventers and above ground utility connections, shall be screened by walls and/or landscaping;
- (d) Approximate locations of this equipment shall be indicated on plans submitted for review.

4. ARCHITECTURE AND LANDSCAPE GUIDELINES

4.1 Objectives

The intent of the Architectural and Landscape Guidelines are to:

- (a) Define a minimum standard of quality for the design of buildings and landscape in the Montecito Town Center area;
- (b) Establish a consistent design character for the Montecito Town Center area; and
- (c) Ensure compatibility within the Montecito Town Center area, and between it and the Centennial Hill Town Center Plan.

Good architectural and landscape design is closely associated with good site planning, the guidelines for which are provided in the previous section. Because guidelines are conceptual, latitude in interpretation within the defined theme is necessary.

4.2 Architectural Themes

The architectural theme for Montecito Town Center projects will be derived from Southwest Contemporary, Mission, or Italian Renaissance. The commercial areas will be designed and integrated into the overall feel of the area using these same elements. See Appendix A for a description and typical characteristics of each style.

Design considerations for commercial areas shall be given to weather protection through the use of arcades, porticoes, canopies, awnings or other means including the use of fogging systems, where appropriate. Extending architectural lines into the landscape and defined spaces is required as a means for enhancing architectural interest, continuity and the creation of livable spaces.

4.3 Landscape Architectural Concept

- 4.3.1 In order to conserve water, the landscape concept for the Montecito Town Center area shall be drought-tolerant. It is understood that coordination and some blending with the existing Northwest landscape is required to avoid a harsh interface of styles; however, the overall theme of the Montecito Town Center area shall be water conserving. This shall be achieved through the use of basic xeriscape techniques such as drought tolerant plant material and water efficient irrigation systems, and the design precepts that follow. Appendix B contains the approved Montecito Town Center Palette. Landscaping in the Montecito Town Center shall meet or exceed the standards shown in the City of Las Vegas Town Center Development Standards Manual adopted by the City of Las Vegas City Council on November 9, 1998.

4.3.2 The landscape concept throughout Montecito Town Center is based on Desert Southwest, California Mission, and Spanish/Moorish Garden. Commercial areas, as well as public areas, shall employ a more limited plant palette. The landscape concept includes the following precepts:

- (a) Limited use of turf, primarily for functional recreational areas. As a general guideline, total turf area shall be 50% or less of the total landscaped area;
- (b) Limited use of water in small fountains;
- (c) Sun protection provided by trellises, and/or shade trees;
- (d) Extensive use of evergreen shrubs;
- (e) Use of water-conserving, drought-tolerant, desert-adapted plant material;
- (f) Zoning of plants by compatible water use, with the highest water use in areas where the colors and textures of foliage and flower can be most appreciated;
- (g) Use of appropriate technology to achieve the most efficient irrigation systems, including drip irrigation wherever possible;
- (h) Proper maintenance, including the best horticultural practices is pruning, irrigation, and fertilization of all plant material;
- (i) Use of appropriate ground mulches.

4.3.3 Planting Design

- (a) Plantings shall be designed to highlight building entries, define parcel edges, soften building masses, provide shade for pedestrian areas, and screen parking and service areas;
- (b) Achieve unity of design by repetition of certain plant varieties, such as street trees and massing of plants, and coordinate planting plans with adjacent properties;
- (c) Limit the number of species to simplify the planting plan. Do not use a wide variety of species at random;
- (d) Massing of plant material by species shall be sized in proportion to the landscaped area, adjoining architectural mass, and/or the adjoining paving area;
- (e) Choose plant material and space appropriately for mature size, to conserve use, avoid over-planting;
- (f) Employ water-conservation principles in the design; for example, group together plants of like requirements for water, sun, and soil;
- (g) For commercial properties a continuous planting strip, a minimum of five feet (5') wide, shall be placed along all side and rear property lines, except where buildings occur in a zero lot line condition;
- (h) City of Las Vegas Standards require 24" box trees, 1-1/2 inches caliper diameter, be planted 30' on center maximum with requirements of tree quantities in parking lots. See City of Las Vegas Landscape, Wall, and Buffer Standards;
- (i) Required shrub size is five (5) gallon; and one (1) gallon mixed;
- (j) Required ground cover size is one (1) gallon; additional smaller sizes allowable, subject to review;

- (k) All turf shall be fescue blend or hybrid bermuda, developed for use in the desert. Common bermuda grass is prohibited. Astro-turf is prohibited;
- (l) Reliance on excessive, large expanses of turf, except for recreational areas such as parks, is not permitted;
- (m) All plant material shall be nursery grown, free of pests and diseases, of good form and habit, and represent the best qualities of the species;
- (n) Plant material shall be installed in a manner commensurate with the best horticultural practices in the region to maximize the chances of plant survival;
- (o) Inorganic materials shall occupy no more than forty percent (40%) of the total landscaped area after one year of growth. Except in areas not landscaped by Developer, bare soil is not permitted;
- (p) Any boulders and rock groupings shall be set in informal arrangements, and be buried at least one fourth (1/4) their depth, so that they appear more natural;
- (q) Limit areas devoted to cobbles and gravel mulch. Neither multi-colored gravel nor white gravel will be permitted;
- (r) Installation of landscaped areas must begin within 60 days of completion of construction.

4.4 Irrigation

- 4.4.1 The climate and soil conditions in Las Vegas Valley create a difficult environment for landscape plants. Therefore it is essential that the irrigation system utilize current technology in both product application and the system design. The design objective is to create an irrigation system that is water-efficient, low-maintenance, and provides for the immediate and future requirements of the plant material.
- 4.4.2 Provide an automatic underground irrigation system for all landscaped areas. A centrally controlled system is required.
- 4.4.3 Areas to be served by irrigation systems shall be evaluated for peak demand water requirements and estimated annual water usage. The designer shall utilize reference evapotranspiration rate data available from the Nevada Cooperative Extension weather station and apply the appropriate landscape coefficient to estimate water use.
- 4.4.4 The designer shall size and locate the water supply based on serving the calculated peak flow demand. A dedicated water tap, service, and meter are required for site landscape irrigation. All water is to be potable as provided by the local water purveyor, unless alternative sources are available. In no case shall velocities through service lines exceed seven feet per second (7 FPS) for piping two inches and smaller, and 5 FPS for piping 2.5 inches and larger. Flow through the landscape water meter shall not exceed 70% of maximum rated flow determined by the American Water Works Association (AWWA).

- 4.4.5 All potable water supplies shall be protected by the water district's standards using an approved Reduced Pressure Back flow Preventer (RP) device. At no time shall the velocity through the RP device exceed 7.5 FPS.
- 4.4.6 Design shall be based on utilizing available static pressure minus ten percent (10%) for fluctuations. Provide booster pump downstream of RP device if required to operate system within highest level of application efficiency. Include pressure loss calculations with plan submittal.
- 4.4.7 Provide head-to-head coverage for lawn areas. Heads shall pop-up a minimum of 2.5 inches.
- 4.4.8 Do not place spray heads adjacent to any wall or structure. The City Las Vegas requires a 24" separation from buildings. If spray irrigation is desired adjacent to wall or structure, irrigate by subsurface means.
- 4.4.9 Design the system for peak summertime irrigation to be completed according to Las Vegas Valley Water District standards, and turf areas to be able to accommodate every-other-day watering (will require well-prepared soil for deep rooting of turf).
- 4.4.10 Irrigation water runoff to the street is not permitted. Therefore, place spray heads 6" from back of curb (or edges of sidewalks) and provide positive drainage so that nuisance water will not flow over curbs and sidewalks or across vehicular drives.
- 4.4.11 Provide drip irrigation to shrubs and trees, with appropriate filtration and pressure regulating devices. Accommodate for adding emitters as trees mature.
- 4.4.12 Closely spaced, low growing ground covers and annuals will be irrigated by pop-up spray heads; no fixed risers are permitted.
- 4.4.13 Reliance on spray irrigation, where drip is practical, will not be permitted.
- 4.4.14 Install back flow preventer in expandable locking metal cage or similar enclosure. Screen the equipment and/or locate away from public view.
- 4.4.15 Provide an electric, solid state controller equipped with a master valve terminal and a minimum of two fully independent programs. If controller is installed outside, provide a weatherproof, locking enclosure.
- 4.4.16 Provide remote electric control valves in boxes with bolt-down covers; no appendix valves are allowed.
- 4.4.17 Install a master electric control valve immediately downstream from each back flow preventer if foundation structure is present within irrigated area. The valve must be capable of fully opening under the lowest designed flow (usually for drip).

- 4.4.18 Install quick coupling valves in boxes with bolt-down covers at minimum 200' intervals, and at dead-ends of all mainline runs.
- 4.4.19 Provide individual-use sleeves under pavement for supply lines, non-pressure piping, and control wires.
- 4.4.20 Keep spray irrigation away from building foundation structures, sign faces, sidewalks, and parking lots.
- 4.4.21 Zone properly for plant material needs, including the consideration of exposure.
- 4.4.22 Screen the control system and/or locate away from public view.

5. DESIGN STANDARDS FOR COMMERCIAL PROJECTS

See also Section 3: Site Planning Guidelines – General Requirements and Section 4: Architecture and Landscape Guidelines.

5.1 Site Planning

The design intent is to create visually attractive, value-apparent, easily accessible projects within the Montecito Town Center area. These standards shall mitigate negative impacts on surrounding areas through the use of setbacks, height limitations, walls, landscaping and grading, and appropriate building configurations.

- 5.1.1 **Site Grading:** Parcel grading shall create smooth slope transitions between grade changes, integrate buildings and site improvements, and encourage the use of land form grading as a landscape design element. Proposed grading schemes will be reviewed during the design review process.
- 5.1.2 **Site Coverage:** Gross site area is hereby defined as the area contained within the parcel lines. Building footprint coverage shall not exceed sixty percent (60%) of the gross site area. Parking structures are not included in calculating this coverage figure.
- 5.1.3 **Building Placement and Orientation:** The orientation of a building or structure upon a site must reflect not only the project's functional needs, but also must be responsive to the individual parcel's characteristics and sensitive to adjacent land uses and the larger surrounding community. It is important that the three-dimensional character of each structure be considered as it relates to the specific parcel. These issues must be skillfully addressed in order to obtain design review approval.
 - (a) Provide a well-defined building entry for pedestrians and vehicular traffic. Enhance entries and connections with landscaping, paving, and architectural elements to create a sense of arrival;
 - (b) For each project, provide a handicap-accessible pedestrian path from the sidewalk onto the site, and from the site and parking areas to the main building entry. Integrate into the site design all Federal ADA Standards and local public agency accessibility requirements;
 - (c) Establish a relationship between the site, each building and adjacent properties. Integrate site features that create a link to the building, to develop a sense of place in every project;
 - (d) FOR EXAMPLE: Define the entry area with enhanced paving, frame with special planters/plantings, trellised entry courts, and/or architectural building forms such as recesses and overhangs appropriate to the specifics of the site. Link building entry to the pedestrian pathway and walkway system. Provide linkages to allow connections by alternative means (bike, etc.).

5.1.4 Circulation: Overall vehicular and pedestrian traffic must be effectively managed, and shall be addressed early in the design process.

- (a) Site layouts must be designed to route people and vehicles within the site, and not be predicated merely on the required number of parking stalls. Clear, logical, and identifiable circulation paths shall be provided for both vehicles and pedestrians. Non-intuitive circulation schemes and lengthy dead-end parking arrangements will not be acceptable;
- (b) Each project shall provide a direct pedestrian link onto the site from the pedestrian sidewalk, for each frontage;
- (c) Incorporate loading, unloading, and passenger drop-off areas to the overall circulation design, and make such areas safe for pedestrians;
- (d) Driveway entry throats shall be a minimum of thirty feet (30') in width; all vehicular aisles shall be a minimum of twenty-four (24') in width. Minimum per City of Las Vegas standard drawing 222A;
- (e) Circulation in the Commercial parking areas shall be contained within the site, and shall not allow for vehicle short-cuts. Continuous parking lots meeting at property lines are required, as well as intra-site access among uses. Cross access easements are required.
- (f) Integrate emergency vehicle access into the overall design.

5.1.5 Parking: The parking lot requirements shall meet or exceed the standards shown in the City of Las Vegas Town Center Development Standards Manual adopted by the City of Las Vegas City Council on November 9, 1998.

5.1.6 Service Areas

- (a) Service areas, docks, and truck loading areas shall be screened and located away from public view;
- (b) Screen outside storage areas from public view and other adjacent uses with a solid 6' tall masonry wall designed and finished to be compatible with the architectural character of the site;
- (c) Screen all refuse areas with 6' tall masonry walls on three sides, and with a trellis or roof, finished to coordinate with the architectural character of the project;
- (d) Enclosures shall have opaque doors on the remaining fourth side. Provide access from within the development to the refuse collection areas, so that such areas shall be accessible by service vehicles, but not be the focal point of a driveway or parking area;
- (e) Design private drives to allow for easy access of service vehicles.

- 5.1.7 Required Open Space:** The goal of the Montecito Town Center with respect to open space is to achieve a harmonious, well-integrated balance of traditional landscaped open space, recreational facilities, on/off-site pedestrian/bikeway facilities and/or trails, landscaped areas in medians and public rights-of way, as well as unique civic and common community areas contained within plazas, courtyards, covered walkways, and within finished, publicly accessible, building lobbies and rooftops.

In addition, Montecito Town Center will forge relationships with the City of Las Vegas so that the open space, civic, and recreational areas the City has planned and/or constructed for the northwest quadrant of Town Center will be integrated into Montecito Town Center's design in order to offer the widest range possible of public amenities to residents and visitors of the area.

Montecito Town Center will be planned to contain, at ultimate build-out, a total of 20 percent of open space, based on the gross property area of the site itself as well as Montecito Town Center's proportionate share of the open space, civic and recreational areas the City of Las Vegas has planned and/or constructed in the northwest quadrant of Town Center.

Of the total 20 percent open space requirement, 12 percent is attributable to the Montecito Town Center site proper, and the remaining 8 percent is Montecito Town Center's proportionate share of the City of Las Vegas' open space planned and/or constructed in the northwest quadrant of Town Center.

It is understood by the City of Las Vegas and the Master Developer that the ultimate goal is to achieve the overall 20 percent of open space at final build-out of the project and that individual phases of construction will contribute varied amounts of the overall total open space.

Therefore, open space contained in individual portions of Montecito Town Center as brought forward for Site Development Plan Review will vary in quantity (under and over 12 percent) and will be reviewed by City of Las Vegas staff with the objective of obtaining the overall goal of 20 percent open space (including Montecito Town Center's share of the City of Las Vegas' open space) at ultimate build-out of Montecito Town Center.

The Master Developer will be responsible for demonstrating to the City of Las Vegas that the goal of achieving 12 percent open space on site is being met as individual Site Development Plans are submitted to the City of Las Vegas for review. For practical purposes, the Master Developer will include a table with each Site Development Plan Review application that demonstrates, by a method mutually acceptable to the Master Developer and the City of Las Vegas, how the open space requirement is being met.

- 5.1.8 Floor Area Ratio (FAR):** The goal of Montecito Town Center is to achieve a net FAR of .33 for the initial buildout of the entire project, exclusive of the Timberlake Buffer Area. The Timberlake Buffer Area shall have no minimum FAR goal.

The Master Developer and the City of Las Vegas contemplate that initial development phases will have net FAR's that approximate .20, with restaurants or other specialty uses having FAR's of .10 or less. It is contemplated that office and other more intense FAR uses will occur in later years, The result will be lower FAR's in the earlier phases of development, and higher FAR's in the latter phases of development.

The Master Developer will provide with each Site Development Plan Review application, information demonstrating that the subject project either has a net FAR of .33, or that the project will not prohibit an overall net FAR of .33 for the entire Montecito Town Center, exclusive of the Timberlake Buffer Area.

5.2 Architecture

The goal for the architecture is to establish a high standard of quality and long-term value. Architectural design shall support a community theme, (see Appendix A) and be of appropriate scale and character, and commensurate with the surrounding developments. See also Section 4 - Architecture and Landscape Guidelines. Design review attention will be devoted to the consistent application of sound design and planning principles.

- (a) All design elements shall appear integrated with the overall project concept. Designs that appear arbitrary or are inconsistent in form will not be accepted.
- (b) Detached structures and satellite buildings must be integrated with the overall project design. Pre-fabricated, temporary, or patchwork type constructions shall not be allowed on any portion of the site.

- 5.2.1 Setback Requirements:** Setback requirements shall meet or exceed the standards shown in the City of Las Vegas Town Center Development Standards Manual adopted by the City of Las Vegas City Council on November 9, 1998.

- 5.2.2 Building Massing and Form:** A relationship between site and building shall be firmly established. Site features that create a link to the building and develop a sense of place must be integrated into every project. Appropriate examples include enhanced hardscape areas framed by special planters and plantings, entry courts, and employee patio areas. Inappropriate examples include a primary building entry served solely by a narrow sidewalk that can be reached only by walking between a row of parked cars.
- (a) The City of Las Vegas will favor visual continuity within multi-building projects, and within the context of adjacent projects;
 - (a) Building massing shall possess a balance in form and composition. Avoid large, flat, unarticulated building elevations, and long undifferentiated walls;

- (b) Vertical supports such as columns, piers, and fins, shall be visually balanced with the loads they appear to carry;
- (c) Fenestration must be carefully composed to complement a building's basic solid massing. Mullion patterns shall provide scale and modulation that relates to the overall building design;
- (d) Develop a positive relationship between the building and the pedestrian. Design ground story facades to relate to the human scale. For example, break the facade into bays; provide signage and graphics appropriate to the pedestrian; extend the architecture into the landscape by use of arcades, porticoes and shade structures.
- (e) Building elevations shall have varied rooflines, building roofline accent features and regularly spaced vertical façade elements. In addition, all building elevations shall provide consistent regularly spaced vertical façade elements.

5.2.3 Building Entry and Focal Points: Primary building entries shall be emphasized by design features such as overhangs, recesses and roof forms that are integrated into the overall building design.

- (a) Primary building entries shall be obvious. A clearly defined primary pedestrian entry linking to an enhanced hardscaped foreground is required for each building;
- (b) Enhance entries and connections with landscaping, paving, and architectural elements;
- (c) To reinforce the building-to-site relationship, incorporate landscape features which visually and functionally complement the architectural design. This creates a link with the building and helps to develop a sense of place;
- (d) Passenger pick-up and drop-off areas (auto courts) shall use accent trees and specialty paving to identify the entry areas;
- (e) Use flowering trees and shrubs for accent and color;
- (f) Use trees to provide shade for pedestrian areas. For focal points and other areas within thirty-five feet (35') of a primary building entry, the minimum size tree specimen shall be 24" box, 1-1/2 inches caliper diameter;
- (g) Buildings shall cluster around pedestrian plazas and courts where possible, and pedestrian access shall be integrated into the overall design of facilities. The clusters shall be linked by pedestrian paths.

5.2.4 Patio Areas

- (a) Patio areas shall be integrated into the overall project design. Elements shall include landscaping, shade structures, seating, low walls, and enhanced specialty paving. Patio sizes and features shall be proportional to the project.
- (b) Projects with over 20,000 square feet of building area shall provide an on-site outdoor employee patio area which is separate and removed from the main building entry.

- (c) The patio area shall be readily accessible to all on-site users. In a single user project, the patio area shall be adjacent to or reasonably accessible to a side building entrance. In a multi-user project, the patio area shall be centrally located, or more than one patio shall be provided.

5.2.5 Building Materials, Colors, and Finishes

- (a) Exterior materials selected for a building must be consistently applied and linked throughout a project; e.g., if a building is faced in a veneer of brick or tile, this feature shall in some manner turn the corner or wrap the building;
- (b) Preferred construction material is masonry, or tilt-up concrete. Other methods are allowed, subject to City of Las Vegas design review;
- (c) Wood must be used as an accent material only, not as the primary building cladding. All wood must be finished with paint;
- (d) Monolithic glazing will be used in special applications such as an accent to the overall design, but not as a singular design theme. Unarticulated “glass box” design will not be allowed because of its obtrusive reflectivity;
- (e) Building color selection, and its relationship to the surrounding environment and adjacent properties, will be critically evaluated in design review. White, off-white, and gray-white colors are discouraged unless used for a specific reason and in small areas only;
- (f) A minimum of ten percent contrasting material or color is required on commercial buildings. Glazing will constitute twenty percent at the ground floor.

5.2.6 Roof Design

- (a) Most office or commercial projects in the Montecito Town Center area will feature parapet-screened, built-up flat roof forms. Sloped, curved or other roof forms will be used if expressed as a design element and consistently applied. Special purpose roof systems such as tensile structures are acceptable as long as they are well integrated into the project design.
- (b) Built-up roofing systems shall be effectively screened on all sides by the building parapet. Parapet height must equal or exceed the height of the highest point of the built-up roof and rooftop equipment;
- (c) The City of Las Vegas shall allow limited use of flat roofs with parapet and roof-mounted mechanical equipment.

5.2.7 Mechanical Equipment Screening

- (a) Exterior components, whether roof or ground mounted, shall be screened on all sides by a screening device such as a screen wall or parapet wall that shall be aesthetically compatible with the architectural design of the building.

- (b) Screening of the tops of roof-mounted equipment that will be visible from upper levels of an adjacent building will be required, depending upon the project location and adjacent uses.
- (c) Minimum screening height shall be the height of the screened exterior components, and shall effectively screen all equipment from view from within 500 feet.
- (d) Equipment screening shall occur as monolithic units rather than individual smaller units. Multiple individual equipment screen "hats" surrounding individual elements will not be allowed.
- (e) Extruded metal screens, or screens of the same material or cladding as the building and directly linked to the building form, are appropriate screen examples. Wood, expanded metal lath, and chain link are not acceptable.
- (f) Roof access ladders shall be located on buildings so as to be internal to the site, and not visible from the street.

5.3 Lighting: A carefully conceived architectural lighting scheme is required for each project.

- (a) Emphasize building entries and hardscape forecourts with lighting;
- (b) Fixtures shall be complimentary to the overall project design and consistent throughout the project;
- (c) All fixtures in public areas shall be vandal- and tamper-resistant. Low mounted access panels shall require tools to open;
- (d) Fixtures under twenty feet (20') in height shall have rock guards, and lenses shall be shatter resistant polycarbonate or other substance;
- (e) For architectural lighting, metal halide, halogen, and fluorescent light sources are acceptable for use on-site throughout the project. Outlining of a building with neon lighting is prohibited;
- (f) "Wall-pack" type fixtures are limited to service area use; where allowed, they shall be down-lights with reduced glare, or have minimally exposed light sources;
- (g) Horizontal illumination shall be kept to a minimum;
- (h) Uniformity ratios, vertical illumination levels, and fixture cut-off levels shall meet or exceed IES recommendations;
- (i) Fixtures shall not be placed to produce glare or significantly cast onto adjoining lots or streets. Light cast onto adjacent properties shall not exceed 0.02 foot candles;
- (j) Outdoor lighting shall not be powered beyond 240V;
- (k) Globe type fixtures with exposed lighting sources are not allowed;
- (l) Cobra heads are not allowed;
- (m) Themed lighting shall be consistent with the entire planned area;

- (n) Wallpack lighting shall utilize "shoe-box" fixtures and downward-directed lights on all buildings. Lighting standards within parking lots shall be no more than 20 feet in height and shall utilize "shoe-box" fixtures and downward-directed lights.
- 5.3.1 **Parking and Public Area Lighting:** The fixture type shall be from the Quality Lighting line, or approved equivalent. Luminaries used for drive aisles and parking areas shall be pole-mounted. Pole heights shall be between 15 and 20 feet. Pole height shall be determined so as not to exceed the height of adjacent buildings.
- 5.3.2 **Covered Parking Area Lighting:** Luminaires for covered parking areas shall be recessed, with tamper-proof trims and hardware. Lenses shall be 5/8" polycarbonate or 1/2" laminate riot glass with 3/8" tempered glass. Finish shall be durable architectural paint or surface treatment. Lamps shall be high-pressure sodium or fluorescent. Light sources shall be hidden from street view (no "wall-pack" type fixtures or fixtures with exposed sources of light).
- 5.3.3 **Low Level Lighting:** Bollards, beacons, and wall-mounted low level fixtures serve primarily as accent lighting and to provide safety lighting at steps, ramps, and structures. They are not intended for use as area lighting.
- 5.3.4 **Landscape and Accent Lighting:** Accent lighting for landscape and site features shall be provided by grade-mounted floodlights or housing-below-grade upright.

5.4 Landscape

The goal of the landscape design is to help develop a project identity while contributing to a pleasant and attractive environment. The landscape will give structure and image to the overall development, while providing orientation, shade, and comfort for individual areas.

- 5.4.1 **Landscape Concept:** Plant material shall be selected from the Plant Palette in Appendix B. (See also Section 4 - Architecture and Landscape overview)

The density and maintenance requirements of plant materials shall be in planned zones, with low-maintenance, drought-tolerant plants along natural open areas and more formal and intensively maintained areas near building entrances and other areas of higher use, such as public plazas, courtyards, and pedestrian walkways.

- 5.4.3 **General Requirements:** * The landscape will include plant (organic) materials as well as inorganic elements such as rock mulch, boulders, etc. The proportion of organic material which comprises the total landscaped area, shall range from forty to sixty percent (40-60%) after one year of growth. Also see the City of Las Vegas Landscape, Wall and Buffer Guidelines.
- 5.4.4 **Landscape Grading and Drainage:** See also Section 5.2.1 - Site Grading and Section 3.11 - Site Drainage.
- 5.4.5 **Parking and Vehicular Areas:** Parking and vehicular circulation areas can detract from a project's appearance if not properly designed. Parking lots and vehicle circulation spaces shall be designed to blend with the building site character through the use of landscape planting and grading. See the City of Las Vegas Landscape, Wall, and Buffer guidelines.

6. GLOSSARY

BUILDER / DEVELOPER

"Builder/Developer" shall mean a developer/builder of an individual parcel other than the Master Developer.

CITY OF LAS VEGAS

City of Las Vegas (CLV) includes, but is not limited to the Planning Department, Development Department, Public Works, or any other Department that reviews the Montecito Town Center Land Use and Design Standards and/ or plans.

COMMUNITY OPEN SPACE

Community open space is defined as any improved public recreational facility or grounds including but not limited to: park areas provided for passive recreation including gardens, walking areas, picnic areas. Linear open space connections were developed to provide pedestrian and bicycle linkages between commercial centers, parks and civic areas. These connections can make dual use of preserved natural drainage, new drainage ways and utility easements.

CURB RAMP

A sloping walkway, which provides access between a walkway to a surface located above or below an adjacent curb face.

*Non-Material Modification 12/30/03

DESIGN THEME

A conceptual theme that is established for an area of the Montecito Town Center which forms the basis for all design decisions that are made toward realizing the final form of the area. The Design Theme provides a visual basis for architecture, engineering, site planning and landscape architecture.

DRAINAGE WAY

A drainage channel, or swale that serves to carry surface run-off.

HANDICAPPED ACCESSIBLE

Means of access and egress that are easily utilized by people having temporary activity, or mobility impairments, as defined by American's with Disabilities Act.

LANDSCAPE

An outdoor area that is improved with one, or a combination of, ground cover, shrubbery, trees, water features, sculptures, earth berms, walls, or fences, based on a design that maximizes function, aesthetics and maintenance considerations.

LANDSCAPE AREA

A tract of land, usually adjacent to street right of way that is provided for the purpose of community landscape.

LANDSCAPE BUFFER

An area of land landscaped with earth forms and plant materials for the purpose of minimizing adverse effects of smoke, odor, noise, dust, glare or visual pollution from incompatible adjacent uses.

ON-SITE

Within the boundary of the development parcel or development site referenced.

PARCEL

A parcel of land, established by the primary developer, to be developed according to a specific program and planning and design criteria.

PARCEL DESIGN AND ENGINEERING CRITERIA

Documents that provide planning, site design and engineering criteria specifically for an individual development parcel.

RAMP

A portion of a handicapped accessible walkway with a slope greater than 1 foot vertical in 20 feet horizontal five percent.

SERVICE AREAS AND YARDS

Areas required to provide loading facilities and storage of waste products and trash at commercial buildings, offices, and community facilities.

SETBACK - BUILDING

The distance between the property line of a lot and the closest point on the exterior face of a building. In the proximity of streets, building setbacks shall be measured from the edge of the landscape area adjacent to the street. Parts of a building such as cantilevered eaves, decks, or bay windows may encroach into the setback.

SETBACK - PARKING

The distance between the property line of a lot and the back curb of a parking area.

SIGNAGE

Any device, structure, fixture or placard using graphics, symbols and/or written copy for the primary purpose of identification or advertising any establishment, product, goods or services.

SITE FURNISHING

Utilitarian outdoor elements intended for public use such as benches, trash receptacles, public telephones, newspaper dispensers, postal delivery units and lighting standards.

STREETSCAPE

All of the plant material, walkways, walls, street furnishings, and building facades adjacent to a roadway that establish the visual character of the public street.

WALKWAY

Paved pedestrian connections or walkways designated as handicapped accessible shall not exceed five percent.

WATER CONSERVING PLANT MATERIALS

Plant materials that may or may not require irrigation, but do so in a limited way, as opposed to exotic plant material that is not indigenous to the area and require large amounts of irrigation.

APPENDIX A: ARCHITECTURAL STYLES

Mission

Mission architecture combines the building patterns of the Pueblo Indians with Spanish Colonial design, incorporating Mediterranean influences. Mission style uses low-pitched tile roofs, with hipped or gabled forms and wide overhanging eaves. Missions were commonly built around a central patio or garden, with extended building eaves creating a covered arcade supported by rounded arches. Clay tiled roofs, white stucco walls, and colonnades, or covered walkways, are typical features.

Italian Renaissance

Aspects of Italian Renaissance architecture include classical elements such as columns, pediments, cornices, arches, and niches, with emphasis on overall symmetry of form. Roof forms are flat with a parapet, or hipped with a shallow slope. Balconies are projecting or recessed, with iron rails or concrete balustrades. Exteriors are stucco or masonry, frequently with lower story rustication.

A brief list of typical characteristics of the style includes the following.

- Flat roofs with parapets.
- Shallow-pitched roofs with a slope of 3 1/2:12 to 6:12.
- Gable, shed and hip roof forms.
- S-shaped clay or concrete tile roofing.
- Stucco, smooth or textured, and masonry exteriors.
- Generous overhangs with closed eaves; fascia and eave soffits wood
- Half-round or flat arches above doors, windows and porch roofs.
- Entry accented by columns.
- Simple massing with projecting porches or wings.
- Balconies, projecting or recessed, with iron railing or concrete balustrade.
- Accent details such as shutters, medallions, quoins, tiled gables, molded cornices, window pediments, continuous belt course trim, and ground-story rustication are encouraged.
- Exterior entry courts, courtyards, patios, and arcaded wing walls that are an extension of the architecture.

Southwest Contemporary

Retains the basic elements from Mission and Italian Renaissance - stucco walls, clay roof tiles, arcades and courtyards with fountains, white and off-white to sand and coral exterior colors - but executed with cleaner lines, simplified forms and contemporary materials.

APPENDIX B: PLANT PALETTES

MONTECITO TOWN CENTER PLANT PALETTE TREES

	BOTANICAL NAME	COMMON NAME
1	<i>Acacia aneura</i>	Mulga
2	<i>Acacia greggii</i>	Catclaw acacia
3	<i>Acacia minuta</i>	Southwest sweet acacia
4	<i>Acacia rigidula</i>	Blackbrush acacia
5	<i>Acacia schaffneri</i>	Schaffner's acacia
6	<i>Acacia smallii</i>	Sweet acacia
7	<i>Albizia julibrissin</i>	Silk tree
8	<i>Arbutus unedo</i>	Strawberry tree
9	<i>Bauhinia congesta</i>	Anacacho orchid tree
10	<i>Brahea armata</i>	Mexican blue palm
11	<i>Cedrus atlantica</i> 'Glaucous'	Blue atlas cedar
12	<i>Celtis reticulata</i>	Western hackberry
13	<i>Celtis sinensis</i>	Chinese hackberry
14	<i>Cercidium floridum</i>	Blue palo verde
15	<i>Cercidium microphyllum</i>	Littleleaf palo verde
16	<i>Chilopsis linearis</i>	Desert willow
17	<i>Chitalpa</i>	Chitalpa (<i>Chilopsis x Catalpa</i>)
18	<i>Cupressocyparis leylandii</i>	Leyland cypress
19	<i>Eriobotrya deflexa</i>	Bronze loquat
20	<i>Eriobotrya japonica</i>	Loquat
21	<i>Eriobotrya Rahpialepis</i>	Coppertone
22	<i>Eucalyptus formanii</i>	Forman's eucalyptus
23	<i>Feijoa sellowiana</i>	Pineapple guava
24	<i>Fraxinus greggii</i>	Little leaf ash
25	<i>Fraxinus oxycarpa</i> 'Raywoodii'	Raywood ash
26	<i>Fraxinus velutina</i>	Arizona ash
27	<i>Fraxinus velutina</i> 'Modesto'	Modesto ash
28	<i>Fraxinus velutina</i> 'Rio Grande'	Rio Grande ash
29	<i>Gleditsia triacanthos inermis</i> cultivars	Honey locust
30	<i>Juniperus chinensis</i> 'Torulosa'	Hollywood twisted juniper
31	<i>Koelreuteria paniculata</i>	Goldenrain tree
32	<i>Lagerstroemia indica</i>	Crape myrtle
33	<i>Laurus nobilis</i>	Grecian laurel
34	<i>Ligustrum lucidum</i>	Glossy privet
35	<i>Olea europaea</i> 'Swan Hill'	Swan Hill Olive
36	<i>Olea europaea</i> 'Wilsonii'	Wilson's olive
37	<i>Phoenix dactylifera</i>	Date palm
38	<i>Pinus edulis</i>	Colorado pinyon pine
39	<i>Pinus eldarica</i>	Mondel pine
40	<i>Pinus halapensis</i>	Aleppo pine

MONTECITO TOWN CENTER PLANT PALETTE

41	<i>Pinus pinea</i>	Italian stone pine
42	<i>Pinus roxburghii</i>	Chir pine
43	<i>Pistacia chinensis</i>	Chinese pistache
44	<i>Pithecellobium flexicaule</i>	Texas ebony
45	<i>Pittosporum phillyraoides</i>	Willow pittosporum
46	<i>Platanus acerfolia</i>	London plane tree
47	<i>Platanus wrightii</i>	Arizona sycamore
48	<i>Podocarpus macrophyllus</i>	Japanese yew pine
49	<i>Populus alba</i> 'Bolleana'	Bolleana white poplar
50	<i>Populus fremontii</i>	Fremont cottonwood
51	<i>Prosopis species</i>	Mesquite
52	<i>Prunus caroliniana</i>	Carolina laurel cherry
53	<i>Prunus cerasifera</i>	Purple leaf plum
54	<i>Punica granatum</i>	Pomegranate
55	<i>Pyrus calleryana</i> 'Bradford'	Bradford callery pear
56	<i>Pyrus kawakamii</i>	Evergreen pear
57	<i>Quercus buckleyi</i> 'Redrock'	Redrock oak
58	<i>Quercus ilex</i>	Holly oak
59	<i>Quercus suber</i>	Cork oak
60	<i>Quercus texana</i>	Texas red oak
61	<i>Quercus virginiana</i>	Southern live oak
62	<i>Quercus vierginina</i> 'Heritage'	Heritage live oak
63	<i>Robinia ambigua</i> 'Idahoensis'	Idaho locust
64	<i>Robinia ambigua</i> 'Purple Rose'	Purple robe locust
65	<i>Sophora japonica</i>	Japanese pagoda tree
66	<i>Sophora secundiflora</i>	Texas mountain laurel
67	<i>Ulmus parvifolia</i> 'Sempervirens'	Evergreen elm
68	<i>Vitex agnus-castus</i>	Chaste tree
69	<i>Zizyphus jujuba</i>	Chinese jujube

MONTECITO TOWN CENTER PLANT PALETTE

SHRUBS

	BOTANICAL NAME	COMMON NAME
1	<i>Atriplex</i> species	Saltbush
2	<i>Baccharis pilularis</i> 'Twin Peaks'	Dwarf coyote bush
3	<i>Baccharis sarothroides</i>	Desert broom
4	<i>Cassia</i> species	Cassia and senna
5	<i>Cotoneaster</i> species and cultivars	Cotoneaster
6	<i>Dalea</i> species	Indigo bush
7	<i>Encelia farinosa</i>	Brittlebush
8	<i>Ericameria laricifolia</i>	Turpentine bush
9	<i>Euonymus</i> species	Euonymus
10	<i>Fallugia paradoxa</i>	Apache plume
11	<i>Feijoa sellowian</i>	Pineapple guava
12	<i>Ilex</i> species	Holly
13	<i>Juniperus</i> species	Juniper
14	<i>Lagerstroemia indica</i> cultivars	Crape myrtle
15	<i>Larrea tridentata</i>	Creosote
16	<i>Leucophyllum</i> species and cultivars	Texas ranger
17	<i>Ligustrum japonicum</i>	Japanese privet
18	<i>Ligustrum lucidum</i>	Glossy privet
19	<i>Myrtus communis</i>	Myrtle
20	<i>Myrtus communis</i> 'Compactus'	Dwarf myrtle
21	<i>Nandina domestica</i> cultivars	Heavenly bamboo
22	<i>Photinia fraseri</i>	Fraser's photinia
23	<i>Pittosporum tobira</i>	Mock orange
24	<i>Pittosporum tobira</i> 'Variegata'	Variegated mock orange
25	<i>Pittosporum tobira</i> 'Wheeler's Dwarf'	Dwarf mock orange
26	<i>Pyracantha</i> species	Pyracantha
27	<i>Raphiolepis indica</i> cultivars	Indian hawthorn
28	<i>Rhus ovata</i>	Sugar bush
29	<i>Simmondsia chinensis</i>	Jojoba
30	<i>Tecoma stans angustata</i>	Yellow bells
31	<i>Vauquelinia californica</i>	Arizona rosewood
32	<i>Viburnum tinus</i>	Viburnum
33	<i>Viburnum tinus</i> 'Compacta'	Dwarf viburnum
34	<i>Xylosma congestum</i>	Xylosma

MONTECITO TOWN CENTER PLANT PALETTE

SUBSHRUBS AND GROUND COVERS

	BOTANICAL NAME	COMMON NAME
1	<i>Abelia grandiflora</i>	Abelia
2	<i>Acacia redolens</i> 'Desert Carpet'	Prostrate acacia
3	<i>Aptenia cordifolia</i>	Hearts and flowers
4	<i>Baccharis</i> 'Centennial'	Centennial baccharis
5	<i>Baileya multiradiata</i>	Desert marigold
6	<i>Calliandra eriophylla</i>	Fairy duster
7	<i>Convolvulus cneorum</i>	Bush morning glory
8	<i>Convolvulus mauritanicus</i>	Ground morning glory
9	<i>Dietes iridoides</i>	Fortnight lily
10	<i>Gazania</i> species	Gazania
11	<i>Hemerocallis</i> species	Daylily
12	<i>Hymenoxys acaulis</i>	Angelita daisy
13	<i>Justicia</i> species	Justicia
14	<i>Lantana</i> species	Lantana
15	<i>Melampodium leucanthum</i>	Blackfoot daisy
16	<i>Osterospermum fruiticosum</i>	Trailing African daisy
17	<i>Psilostrophe cooperi</i>	Paperflower
18	<i>Rosmarinus officinalis</i> cultivars	Rosemary
19	<i>Salvia</i> species	Sage
20	<i>Santolina</i> species	Lavendar cotton
21	<i>Sphaeralcea ambigua</i>	Globe mallow
22	<i>Teucrium</i> species	Germander
23	<i>Trachelospermum asiaticum</i>	Asiatic jasmine
24	<i>Trachelospermum jasminoides</i>	Star jasmine
25	<i>Verbena</i> species	Verbena
26	<i>Vinca minor</i>	Vinca

MONTECITO TOWN CENTER PLANT PALETTE

ACCENTS, CACTI AND SUCCULENTS

	BOTANICAL NAME	COMMON NAME
1	<i>Agave species</i>	Agave
2	<i>Aloe species</i>	Aloe
3	<i>Brahea armata</i>	Mexican blue palm
4	<i>Caesalpinia</i>	Bird of paradise
5	<i>Chamaerops humilis</i>	Mediterranean fan palm
6	<i>Dasyllirion wheeleri</i>	Desert spoon
7	<i>Echinocactus species</i>	Barrel cactus
8	<i>Echinocereus species</i>	Hedgehog cactus
9	<i>Ferocactus species</i>	Barrel cactus
10	<i>Fouquieria splendens</i>	Ocotillo
11	<i>Hesperaloe parviflora</i>	Red yucca
12	<i>Muhlenbergia species</i>	Muhley grass
13	<i>Nolina microcarpa</i>	Bear grass
14	<i>Opuntia species</i>	Prickly pear and cholla
15	<i>Penstemon species</i>	Penstemon
16	<i>Pennisetum setaceum</i> 'Rubric'	Ruby fountain grass
17	<i>Trachycarpus fortunei</i>	Windmill palm
18	<i>Washingtonia filifera</i>	California fan palm
19	<i>Washingtonia robusta</i>	Mexican fan palm
20	<i>Washingtonia filifera x robusta</i>	Hybrid fan palm
21	<i>Yucca species</i>	Yucca

VINES

	BOTANICAL NAME	COMMON NAME
1	<i>Campsis species</i>	Trumpet creeper
2	<i>Ficus pumila</i>	Creeping fig
3	<i>Gelsemium sempervirens</i>	Carolina jasimine
4	<i>Hedera species</i>	Ivy
5	<i>Jasminium mesneyi</i>	Primrose jasmine
6	<i>Lonicera species</i>	Honeysuckle
7	<i>Madfadyena unguis-cati</i>	Cat's claw
8	<i>Parthenocissus quinquefolia</i>	Virginia creeper
9	<i>Parthenocissus tricuspidata</i>	Boston ivy
10	<i>Rosa banksiae</i>	Bank's rose
11	<i>Trachelospermum asiaticum</i>	Asiatic jasmine
12	<i>Trachelospermum jasminoides</i>	Star jasmine

MONTECITO TOWN CENTER PLANT PALETTE

PROHIBITED PLANTS

	BOTANICAL NAME	COMMON NAME
1	Cynodon dactylon	Common bermuda
2	Morus alba	Fruitless mulberry
3	Olea europaea	Olive tree
4	Nerium oleander	Oleander

NOTE 1: Each project shall coordinate its plant palette with existing street trees and landscape design concept.

NOTE 2: All other plants not listed on the Montecito Town Center Plant Palette, but which are not expressly prohibited above, will be allowed subject to approval by the City of Las Vegas.

NOTE 3: Not all species or cultivars of each genus listed will be allowed, depending on the suitability of the selected plant, with respect to its use or adaptability.